

# BRISCON!

This players pack will provide you with all the information you'll need to know for the event.

**WHEN:** Saturday 2<sup>nd</sup> May to Sunday 3<sup>rd</sup> May 2026

**WHERE:** Mt Gravatt Show Grounds, 1044 Logan Road, Mt Gravatt

**GAME SIZE:** 2000pts

**ROUNDS:** 5 rounds - 2 hours per round

**LIST SUBMISSION DATE:** 18<sup>th</sup> April 2026

**LIST SUBMISSION ADDRESS:** [brisbaneconquestcollective@outlook.com](mailto:brisbaneconquestcollective@outlook.com)

**TOURNAMENT ORGANISER:** Michael Wicks

Each player will be expected to use the most up to date rules as of the list submission date. It is recommended that all players have a copy of, or easy access to, the rules on the day.

## TOURNAMENT SCHEDULE

### DAY 1:

9:00 - 9:20am Player Registration

9:20 - 9:30am Welcome and Player Pairings

9:30 - 11:30am Round 1: Scenario TBA

11:30 - 12:30pm Lunch & Armies on Display

12:30 - 2:30pm Round 2: Scenario TBA

2:30 - 2:45pm Break / Pairings

2:45 - 4:45pm Round 3: Scenario TBA

4:45 - 5:00pm Wrap up Day 1

### DAY 2:

9:00 - 9:20am Player Registration

9:20 - 9:30am Welcome and Player Pairings

9:30 - 11:30am Round 4: Scenario TBA

11:30 - 12:30pm Lunch

12:30 - 2:30pm Round 5: Scenario TBA

2:30 - 2:45pm Break / Results calculated

2:45 - 3:00pm Wrap up & Presentation

## **ROUNDS & SCORING**

At the end of each Round, each winner will gain 2 TP (Tournament Points), while the defeated will receive 0 TP. In case of a Draw, both players will gain 1 TP. At the end of each Round, the TO will note for each player: their TP and their VP (Victory Points) amassed during the game. The Players are then sorted according to their TP score, then according to Strength of Schedule (as first tie breaker) and then their VP total (as a second tiebreaker); this is called "Standings".

The TO will announce intervals of each tournament Round: one hour remaining, half an hour remaining, final ten minutes, final five minutes.

When the TO calls "Dice Down", all remaining players must stop the game, with the exception of any active roll occurring at the time of the command (e.g. "Dice down" announced during a Clash action means the Active player still has right to roll the dice and count the result, and the Reactive player has to roll the Defence roll and represent the result on table).

Then the players immediately progress to the Victory phase and calculate Victory points based on the current situation on the table, and as soon as possible reach out to the TO with the final score.

**\*Please Note:** that once the 10 minute reminder has been called, no new rounds are to be started.

Any game in which someone concedes will follow the rules laid out on the [Tournament page](#) of the Para-Bellum website.

If you suspect a player of slow play, please inform a TO. One warning will be issued. If the behaviour can be validated a second time, that player will be considered to have conceded the active game and score no TP or VP.

## **TERRAIN & SCENARIOS**

The terrain on the tables will be set by the Tournament Organiser (TO). Terrain should not be moved without checking with the TO. Tables will be adjusted between rounds as needed to meet guidelines for each scenario.

Scenarios will be chosen at random on the day for each round from the Tournament Scenario Pack.

## **LIST SUBMISSION**

The Army List must be created using either the Para Bellum Army Builder available at ([armybuilder.parabellum.com](http://armybuilder.parabellum.com)) or via the Conquest Companion App (links below). Each player should bring with them at least (2) printed copies of their Army List; one for the Tournament Organizer (TO), one for themselves and one to show their opponents over the course of the event (or the ability to show their opponent each round).

**IMPORTANT:** as part of your list submission and registration for the event, you must also include your Para-Bellum PIN & email address.

## **MODELS, PAINTING & CONVERSIONS**

### **MODELS**

Regiments and Characters in an army must be represented by the corresponding Para Bellum Wargames Models and must follow the “WYSIWYG” rule, which means “what you see is what you get”.

Proxies of unreleased models and using existing models instead of the actual models are not allowed to be used in Tournaments (for example, a “Stalkers” regiment cannot be used as a “Bow Chosen” regiment).

Unit Upgrades must be marked on Army Lists, but do not require physical models to be represented, although they would be preferred.

Regiment Stands must have the correct number of models as listed on their Army List profile (e.g. Nords Raiders are 4 models per stand). Stands that do not meet this requirement cannot be used.

### **PAINTING**

Painting is an important part of our hobby and the way we paint our armies is an important part of how we show their story. For this event there will be a minimum 3 colour painted requirement, and all models are expected to be assembled and based. There will be a prize for best painted.

### **CONVERSIONS**

Conversions are an integral part of our hobby. Much like painting, conversions help tell a story of where the army is coming from and allows for your unique ideas to be expressed. It is important however for the Regiment’s to remain identifiable by your opponent so as to not cause any confusion during the game.

Therefore, when converting at least 75% of the miniature should include Para Bellum Wargames Ltd. plastic or resin parts. Furthermore, it is important to include features of the miniature that allows it to be identifiable (for example, when converting a Regiment of Household Guard, make sure they are using halberds instead of spears so as to not confuse them with the Gilded Legion).

Any conversions or proxies must be approved by the TO prior to the day.

If you have any questions or would like to get approval surrounding models/upgrades for your army please ensure you email [BrisbaneConquestCollective@outlook.com](mailto:BrisbaneConquestCollective@outlook.com) prior to the list submission deadline.

### **CODE OF CONDUCT**

Although this is a Tournament and we’ve all come here to do our best and win, it is also important to remember that we are here to have fun, first and foremost.

How you conduct yourself during your games can make or break other people’s experiences at events. Negative behaviour, cheating and bullying will be not tolerated and will result in you being asked to leave and potentially barred from future events.

Each player should give a copy of their list to their opponent before the game starts and answer any questions they may have about how the army works. If unsure about a rule or interaction, please talk to your opponent and consult the rules. If both players cannot agree on the right course of action or it is unclear, please call over a TO to make a ruling. The TO's ruling is final.

## **PRIZES**

Prizes will be awarded in the order below, followed by the next highest placings in descending order.

**FIRST PLACE:** Prize based on Tournament Points scored over the course of the tournament. Awarded to the highest scoring player over the day.

**SECOND PLACE:** Prize based on Tournament Points scored over the course of the tournament. Awarded to the second highest scoring player over the day.

**THIRD PLACE:** Prize based on Tournament Points scored over the course of the tournament. Awarded to the third highest scoring player over the day.

**BEST PAINTED:** Based on nominations received from other players (TO as tiebreaker) for the best painted army on the day.

**BEST SPORTS:** Based on nominations received from other players (TO as tiebreaker) for excellent display of sportsmanship and behaviour displayed over the course of the day.

**WOODEN SPOON:** Prize based on the Tournament Points scored over the course of the tournament. Awarded to the lowest scoring player over the day.

